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**KRENIM TEMPORAL WEAPON SHIP**  
*Detailed plans of the ship's control center*

ISSN 1364-3983



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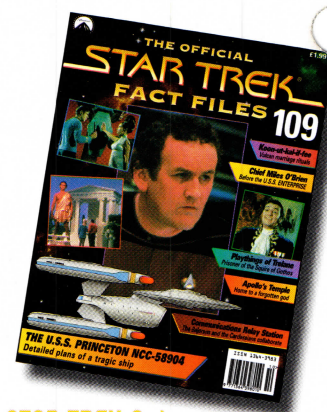
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**Creative Director:** Stan Morse

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**Art Director:** Rob Garrard

**Editor:** Jennifer Cole

**Design:** Martin Ritchie, Danny Baldwin

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**Assistant Editors:** Emma Tennant, Marcus Riley, Andrew Littlefield

**Associate Editor:** Ben Robinson

**Authors:** Michael Conti, Chris Dows, Jonathan Freund, Peter Griffiths, Sandra Hutchinson, Andrew Littlefield, Marcus Riley, Beth Slick, Jim Swallow, Emma Tennant, Alex Terapane

**Artists:** Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis

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**PHOTO EDITOR, LOS ANGELES:** Larry Nemecek

**ART EDITOR, LOS ANGELES:** Guy Vardaman

**RESEARCH COORDINATOR, LOS ANGELES:**

Penny Smartt-Juday

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CHARTING  
THE GALAXY

# The Guide to the STAR TREK Galaxy

FILE 3 CARD 6B

## DELTA QUADRANT



CHARTING  
THE GALAXY

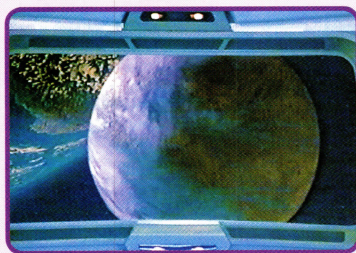
### RINAX

#### CLASS-M MOON

**R**inax was devastated by the **metreon cascade** weapon invented by an **Haakonian** scientist, **Jetrel**. Three hundred thousand **Talaxians** were killed outright, and thousands more died from **metremia** poisoning in the years following. Rinax is a **Class-M** moon orbiting **Talax**; until the Haakonian attack, the planet's surface had lush marshlands, where **Neelix** and his family lived, and a tropical climate. The moon's atmosphere and ecosystem never recovered from the damaging effects of the metreon cascade.

**The U.S.S. VOYAGER's Talaxian crew member, Neelix, has fond memories of Rinax, but he also complains about the lavafly infestation.**

**FIRST VISITED:** STARDATE 48832  
**STARSHIP LOG:** 'JETREL'



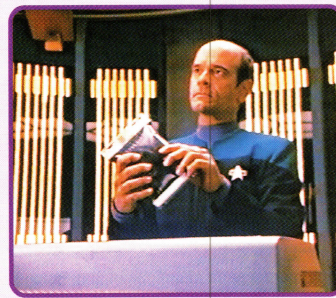
### NAPINNE

#### CLASS-M PLANET

**T**he **U.S.S. Voyager NCC-74656** stops at Napinne to pick up food supplies. Among the items acquired by **Neelix** are **varemeliate fiber**, whole green **putillos**, and **schplict** (**Grakel milk**), from which he makes **brill cheese**. Unfortunately, the bacteria from the cheese infects the ship's **bio-neural gel packs**, and threatens to cause a major systems malfunction until the cause of the problem is tracked down.

**After harvesting food on Napinne, Neelix concocts brill cheese to make a macaroni dish for Ensign Ashman; its bacteria contaminates the ship's bio-neural gel packs.**

**FIRST VISITED:** STARDATE 48846  
**STARSHIP LOG:** 'LEARNING CURVE'



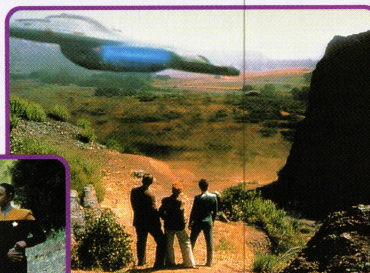
### BRIORI HOMEWORLD

#### CLASS-L PLANET

**A**melia Earhart is discovered, along with her navigator, **Fred Noonan**, on a **Class-L** planet. They were abducted from 1937 Earth, along with about 300 other humans, by the **Briori**. The planet to which they were taken has an Earth-type environment, and enjoys a temperate climate and varied plant life. It does, however, have an oxygen-argon atmosphere, with large quantities of **trinimbic** interference; this creates severe turbulence, and upsets **transporters** and sensors. The planet's population live on the northern continent, where the land is dry, and dotted with scrub. The surface is covered in rocky outcrops, and there are many escarpments and valleys. Fifteen generations on, the planet came under the control of the descendants of the original abductees after they overthrew their Briori oppressors. Their society now boasts three cities, and thousands of human inhabitants. Some of the original abductees remain frozen in **cryostasis** until 2371.

**FIRST VISITED:** STARDATE 48975  
**STARSHIP LOG:** 'THE 37'S'

**Janeway beams down with an away team to survey the surface of the planet, and makes an astonishing discovery in some nearby caverns.**



**Amelia Earhart and the others who were in cryostasis choose to remain on the Briori homeworld rather than leave with the U.S.S. VOYAGER.**

### TAROK

#### CLASS-M MOON

**T**arok is a large moon located in **Kazon-Ogla** space; it orbits a planet which is probably uninhabited. It is rugged and inhospitable, with no obvious signs of animal life, and just a few withered, scrawny trees. There is greenish moss around some caves, perhaps indicating the presence of subterranean water. This remote moon is used as a Kazon training base. It is littered with traps, including proton dischargers, **disruptor snares**, forcefields, and biomagnetic traps. There are also naturally-occurring radiothermic emissions, which prevent the use of communicators and sensors. **Commander Chakotay** transports here after his shuttlecraft is shot down by the Kazon-Ogla, and **Kar**, a Kazon youth, leads Chakotay to the safety of a cave.

**FIRST VISITED:** STARDATE 49005  
**STARSHIP LOG:** 'INITIATIONS'

**Kar is sent to Tarok to make his first kill, a rite of passage that will earn the young boy his 'Ogla name.' Kar cannot, however, bring himself to kill Chakotay.**







# The Guide to the STAR TREK Galaxy

FILE 3

CARD 6B



## DELTA QUADRANT

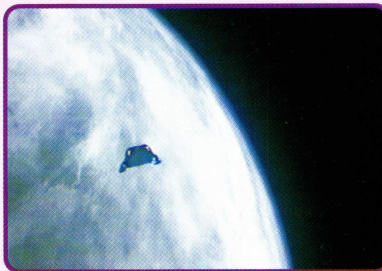
### PLANET HELL

#### CLASS-M PLANET

The **Stellar Cartography** department of the **U.S.S. Voyager NCC-74656** nicknames this inhospitable **Class-M** world '**Planet Hell**.' In some ways, it resembles primeval Earth, as **Neelix** and **Lt. Paris** discover when they pilot a shuttlecraft to the surface to look for food supplies. It appears to have no animal life, and is covered in **trigenic vapors** (aerosolized particles of protein and amino acids which cause skin irritation), and electromagnetic disturbances occur throughout the atmosphere. The planet is later found to be home to the eggs and **hatchlings** left there by a reptilian race, though they are probably not indigenous. Their young are left on the planet to feed on the nourishing trigenic vapors after hatching, and are then picked up by their spacefaring parents.

**STARDATE:** UNRECORDED  
**STARSHIP LOG:** 'PARTURITION'

▶ **Planet Hell is shielded from sensor scans by electromagnetic interference in the atmosphere.**



▶ **Lt. Paris and Neelix must work out their differences and survive together when their shuttle crashlands on the inhospitable Planet Hell.**

### THE SKY SPIRITS' HOMEWORLD

#### CLASS-M PLANET

This planet's appearance closely resembles that of Central America on Earth. **Commander Chakotay** of the **U.S.S. Voyager NCC-74656** transports down from a shuttle after he finds a familiar symbol on a nearby, barren moon; it is the CHAH-mooz-ee used by his ancestors, the Rubber Tree People. The symbol has always been thought to be of extraterrestrial origin, and this appears to prove the theory. The planet has

**STARDATE:** UNRECORDED  
**STARSHIP LOG:** 'TATTOO'

animal life, such as hawks, and Chakotay finds a race of humanoids who speak the same language as his own people.

▶ **Far from his ancestral home, the U.S.S. VOYAGER's first officer discovers that the legends of his people are, in fact, true. The Sky Spirits did visit and influence his ancestors on Earth.**



### MOKRA PLANET

#### CLASS-M PLANET

An away team from the **U.S.S. Voyager NCC-74656** beam down to a planet under the control of the **Mokra Order**, in order to obtain some desperately-needed **tellerium** – an antimatter reaction rate facilitator – for the ship's warp engines. There, they are attacked by sinister Mokra soldiers, and **Tuvok** and **Torres** are captured and held for questioning.



▶ **The people of the Mokra home-world live under the sinister rule of the Mokra Order; outsiders and dissidents are harshly treated.**

The Mokra Order is the planet's ruling body, and they have at least **85 phased ion cannons** at their disposal. They treat outsiders and dissidents harshly, particularly the **Alsaurian resistance movement**. The society appears largely rural, although there is some technology in evidence. There is a thriving outdoor market, and a large prison complex, from where Captain Janeway rescues Tuvok and Torres.

**FIRST VISITED:** UNRECORDED  
**STARSHIP LOG:** 'RESISTANCE'

The buildings, including family dwellings, are made from a kind of stone, and are basic but comfortable.

### SOBRAS

#### CLASS-M PLANET

Captain Janeway, wishing to end the attacks on the **U.S.S. Voyager** by the **Kazon**, sends **Neelix** to meet with the leader of the **Kazon-Pommar** to try and arrange a peace conference between the first **majes** of all the Kazon sects. He is captured, and placed in prison on Sobras with members of the **Trabe**, the long-time enemies of the Kazon. Neelix and the Trabe manage to escape, and an alliance is formed with the **Voyager** crew. The Trabe

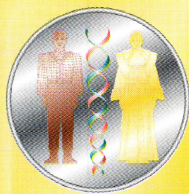


▶ **Sobras is under the control of a Kazon sect, the Kazon Pommar, at the time of the unsuccessful peace conference organized by Captain Janeway.**

leader, **Mabus**, and Captain Janeway organize a peace conference on Sobras, with the various sects of the Kazon. Sobras has tall, angular buildings made from stone; these are decorated with elaborate sculptures. The environment appears to be fresh and pure, and the landscape appears to be mountainous. Mabus, however, has set up the conference as a trap; his sole intention is to kill the leaders of the Kazon. The attempt fails, and the hostilities between the Kazon, **Voyager**, and the Trabe intensify.

**FIRST VISITED:** UNRECORDED  
**STARSHIP LOG:** 'ALLIANCES'





OTHER GROUPS  
AND RACES

# The Guide to the STAR TREK Galaxy

FILE 18 CARD 88



OTHER GROUPS  
AND RACES

## THE TAKARANS

Beyond their appearance, little is known of the Takarans until a member of the species, **Jo'Bril**, is invited to a scientific symposium aboard the *U.S.S. Enterprise NCC-1701-D*. It is soon discovered that they possess some unusual physiological characteristics and abilities.

**T**he Takarans are an intelligent humanoid race from the **Alpha Quadrant**; they have a vaguely reptilian appearance. They are mainly green-skinned, with blue tints and some body hair, and while they outwardly share many similarities with other humanoid races, internally they differ significantly.

### Resilient

The most significant aspect of Takaran physiology is that bodily functions, such as breathing and digestion, are not handled by any discrete, localized organs. Instead, the Takarans generalized

internal systems are unilaterally distributed throughout their bodies.

This homogeneous distribution has the advantage of making the race less susceptible to fatal injuries and internal system failure. For example, a focused **phaser** blast that is powerful enough to be fatal to most humanoids would generally not kill a Takaran. Anything intended to cause death would need to work at the cellular level, or affect a large enough percentage of their body to cause an irreparable, 'systemwide' failure.

On the whole, Takarans do not appear to play a significant role in the

**Federation**. Even as well-traveled a **Starfleet** physician as **Dr. Beverly Crusher**, who is at the forefront of the Galactic scientific world, acknowledges that she has not met a Takaran before one comes aboard the *U.S.S. Enterprise NCC-1701-D* in 2369.

### Knowledgeable

This is not to say that the Takarans are either primitive or isolationists – their scientific community possesses knowledge of the latest advances and developments. One such scientist, **Jo'Bril**, who becomes involved in the **Ferengi Dr. Reyga's** testing



of **metaphasic shield** technology, claims to be a noted expert in **subspace** technology, and a specialist in solar plasma reactions.

It is also fair to say that it takes an advanced scientific culture to produce an intellect that can absorb the details of a new invention quickly enough to be able to sabotage it. This is especially true if the sabotage involves a

**Takarans are something of a mystery until Jo'Bril boards the U.S.S. ENTERPRISE.**

### OTHER CARDS IN THIS FILE...

- 12 THE BREEN
- 38 THE BYNARS
- 68 THE ANTICANS & THE SELAY

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STAR TREK: THE NEXT GENERATION .....File 69

## DEATHLY SLEEP

### Playing dead

Takarans can control their physiology on a cellular level at will, to the extent of simulating a death-like state in which all of the normal bodily functions are halted. The cellular decay rate typical of death is slowed significantly, but there are no other external signs that a Takaran who has entered this state is still alive. They regard this as a natural result of physiological stasis.

However, while in this state, Takarans remain fully aware of everything that is happening around them. They can maintain this stasis for long periods of time, 'awaken' at will, and then re-enter stasis again. Even a thorough examination performed by an experienced doctor can fail to reveal that the subject is not truly dead.

**Dr. Crusher discovers the Takarans' unusual physiology while performing an autopsy on Jo'Bril.**



**Dr. Beverly Crusher examines Jo'Bril in the hope of discovering what 'killed' him; she does not realize that Takarans can shut down their bodies on a cellular level.**

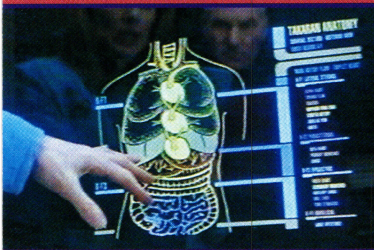
Designation	Takaran homeworld
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Status	Possibly experiencing a conflict or war.
Environment	Unknown
Inhabitants	Takarans are a humanoid species, but they do have slightly reptilian features. They have no specific internal body organs, but a general internal system. Their other unusual characteristic is an ability to shut down vital signs for extended periods, making it appear as if they are dead.
Starship Log	'Suspicious' (TNG)



## GALAXY FACTS

- ▶ Commanding the *Enterprise* in 2370, Dr. Crusher uses a version of the metaphasic shield to fly into a sun's corona to escape a Borg ship.
- ▶ Jo'Bril shows how effective Takaran physiology is by surviving a phaser blast that rips a hole in his chest.
- ▶ One of the few ways to test if a Takaran is really dead is to study the rate of their cellular decay.

▶ **Takarans do not have separate organs. Their internal systems are distributed equally throughout their bodies.**



OTHER GROUPS  
AND RACES

## The Guide to the STAR TREK Galaxy

FILE 18 CARD 88

### THE TAKARANS



OTHER GROUPS  
AND RACES

▶ Except for the incident with Jo'Bril, the Federation has had little contact with the Takarans. It seems unfair to judge the race by the actions of one being, as it is not known if Jo'Bril is acting on his own, or with his government's blessing.



▶ **Takarans can initiate a comatose state at will. All of their bodily functions shut down during this period, giving the appearance of death to those unfamiliar with the process.**



knowledge of **tetryon fields** and **baryonic radiation**.

It should also be noted that Jo'Bril is able to use a **plasma infuser** to simulate Dr. Reyga's suicide, to sever communication links to the *Enterprise*, and to generate a transient sub-space signal that simulates a shuttlecraft warp core breach that cools the *Enterprise's* sensors. All

of these actions point to an advanced level of technical achievement among the Takarans.

#### Agenda

The criminal acts of Jo'Bril should not be used to judge his people as a whole, but it is interesting to note that he planned to develop Dr. Reyga's metaphasic shielding research as a weapon. This could

reflect the priorities of his race, perhaps involving a history of war, or simply indicate the cunning scientist's own personal agenda.

The Takarans appear to be familiar with interstellar travel. Jo'Bril prides himself on being an accomplished pilot, and demonstrates the boast by piloting a Starfleet shuttle into the corona of the star **Vaytan**. This is a challenge made more difficult by the fact that the sun is super-dense, and prone

to unstable solar reactions. Jo'Bril is also prepared to fly the shuttle back to his homeworld after stealing it. He is unlikely to be the only Takaran who possesses these skills.

Despite their technical proficiency, the Takarans do not take center stage in Federation affairs. Little was known of them before Jo'Bril's contact with the *Enterprise*, and his actions are unlikely to be ones by which the reclusive race would wish to be judged.

## UNUSUAL SUSPECT

### Stealing technology

Dr. Crusher invites the Ferengi Dr. Reyga aboard the *U.S.S. Enterprise* in order to help prove and promote his theories on metaphasic field technology. An enigmatic Takaran scientist, Jo'Bril, attempts to steal the technology; his plan is to use his species' ability to shut

down bodily functions, making it appear as if he is dead. In this way he hopes to discredit the Ferengi, so that his research will not be pursued by other scientists. He does not count on Dr. Crusher's determination to find out the truth behind Jo'Bril's 'death.'

▶ **Dr. Reyga explains his pioneering technology to a group of eminent scientists. The Takaran, Jo'Bril, waits for the right time to put his plan into action.**



▶ **Dr. Crusher has gathered scientists from all over the Federation, including a Klingon and a Vulcan, for the testing of the new shield aboard the *U.S.S. ENTERPRISE*.**

▶ **Crusher defies orders and steals a shuttle equipped with metaphasic shielding, to prove that Dr. Reyga's theory does work, and that he was not responsible for Jo'Bril's death.**







SHIP:

**U.S.S. ENTERPRISE NCC-1701-D**

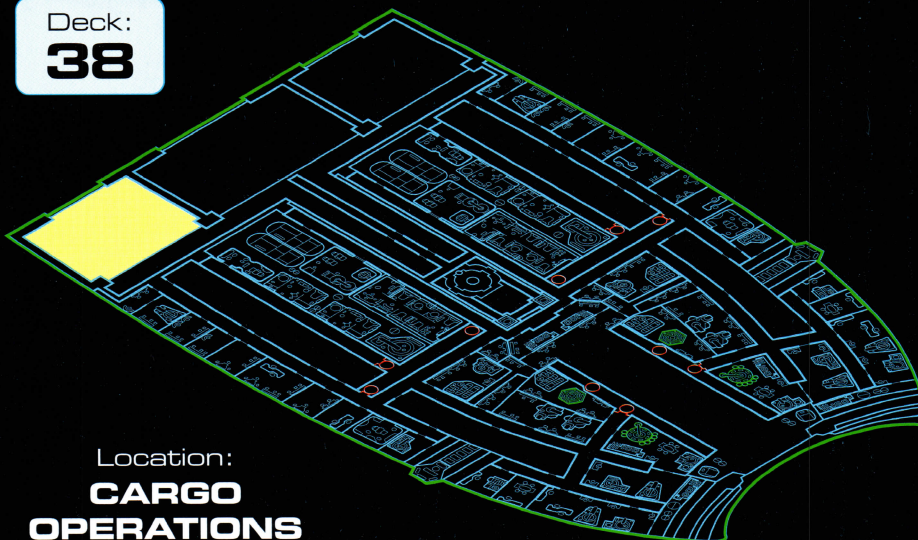
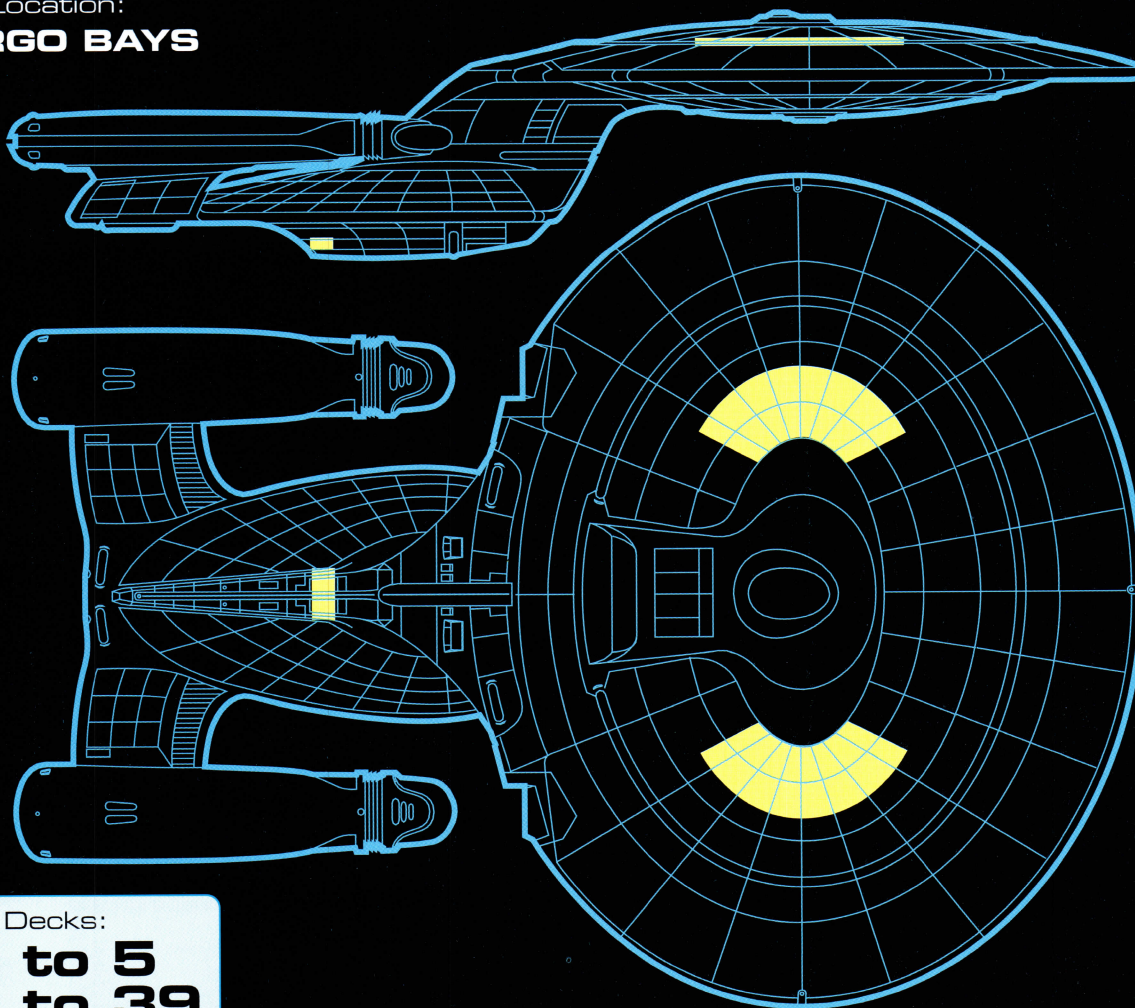
SYSTEM:

**CARGO BAY: DECK PLANS**

On the *U.S.S. Enterprise NCC-1701-D*, many of the cargo bays cross more than one deck. The main storage areas are situated across Decks 4 and 5 of the saucer section, located conveniently close to the main shuttlebay for ease of transport, and across Decks 33 to 39 of the engineering section. **Cargo Operations** is located on Deck 37, with the main bays extending below into Deck 38. Like the cargo areas of the saucer section, many of the storage bays of Cargo Operations can be accessed directly via exterior entrance hatches, making it easy to bring bulk cargo aboard.



◀ The *U.S.S. ENTERPRISE* cargo bays can be used for storing bulk shipments, as well as more delicate cargo. Containers are stacked against the walls.

Deck:  
**38**Location:  
**CARGO OPERATIONS**Location:  
**CARGO BAYS**

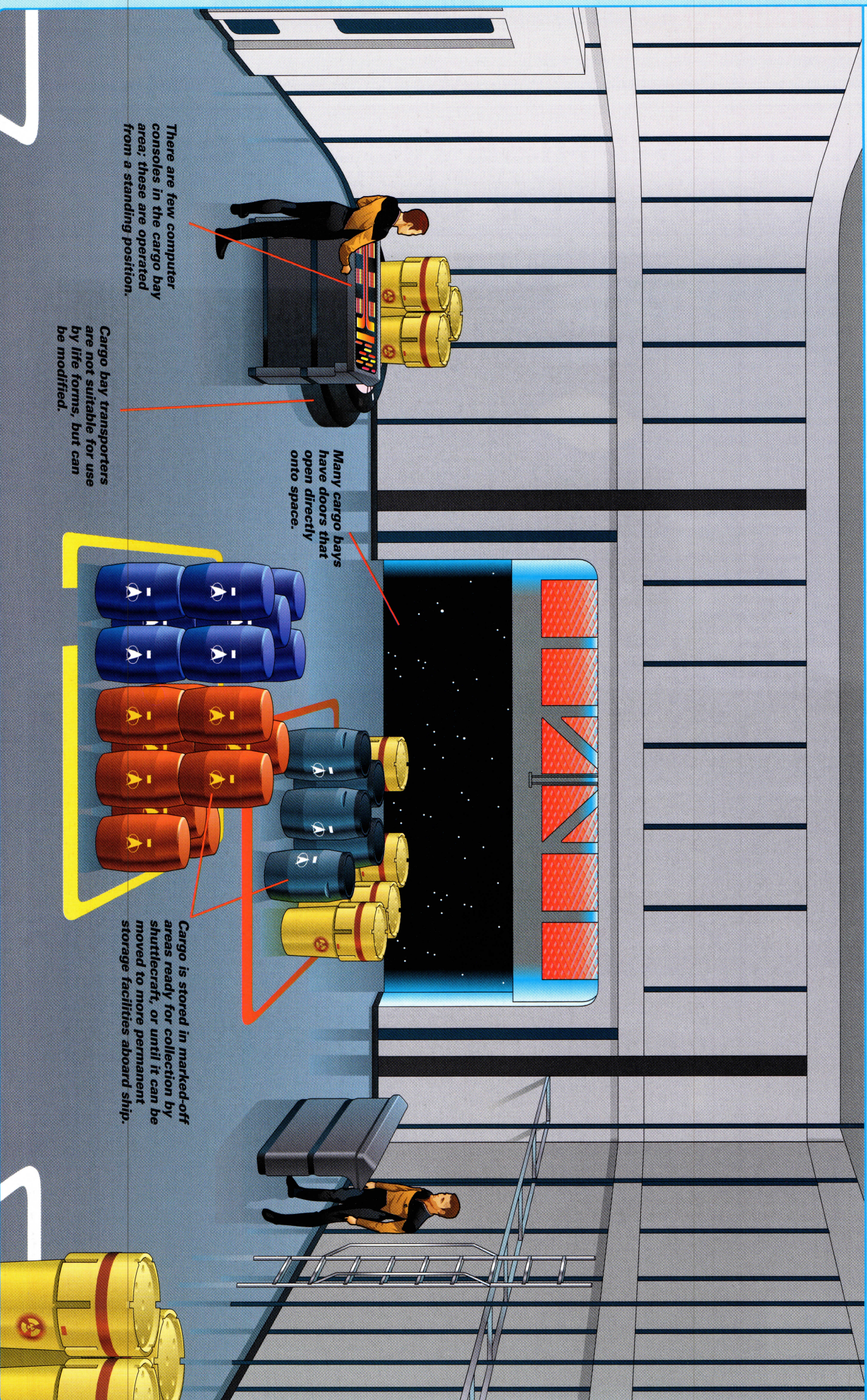
Decks:

**4 to 5**  
**33 to 39**



# CARGO BAY: DECK PLANS

Cargo bays are perhaps the most nondescript areas on a starship. They function primarily as storage facilities, and staff are kept to a minimum; as a consequence of this, there is no seating. The decor is uniformly gray, and environmental conditions such as the lighting are kept basic.



There are few computer consoles in the cargo bay area; these are operated from a standing position.

Cargo bay transporters are not suitable for use by life forms, but can be modified.

Many cargo bays have doors that open directly onto space.

Cargo is stored in marked-off areas ready for collection by shuttlecraft, or until it can be moved to more permanent storage facilities aboard ship.





FILE 20 U.S.S. ENTERPRISE NCC-1701

U.S.S. ENTERPRISE NCC-1701

PERSONNEL

## CREW UNDER CAPTAIN KIRK: 2260'S

## FINNEY



**R**ecords Officer Ben Finney fakes his own death while serving on the *U.S.S. Enterprise NCC-1701*, under the command of **Captain Kirk**. Finney bears a grudge against Kirk for reporting a mistake he made early on in his career, leading to a demotion and a note on his

◀ *Finney, once a close friend of James T. Kirk, becomes the captain's bitter enemy.*

permanent record; the bitter officer feels this has held him back from a command of his own. Finney's presence on the *Enterprise* after his supposed death is discovered when Kirk evacuates the ship, and accounts for every heartbeat on board one by one. Ben Finney has a young daughter, **Jamie Finney**, whom he named after Kirk back when they were still friends – a

sober indication of how much the two men's relationship has deteriorated.

NAME: FINNEY, BEN

RANK: LIEUTENANT COMMANDER

FIRST SEEN: 2267

STARSHIP LOG: 'COURT MARTIAL'

## FISHER



**F**isher has served as a geological technician aboard the *U.S.S. Enterprise NCC-1701* since the days of **Captain Pike's** command. In 2266, during a survey of the planet **Alfa 117**, he is injured in a fall. He beams back to the *Enterprise* to be treated, but his

◀ *Fisher contaminates the ENTERPRISE's transporters, resulting in a duplicate Kirk.*

uniform is covered in an invisible magnetic ore. The contamination causes the ship's transporters to malfunction, and divide the pattern of the next person to beam up, producing identical 'twins.' An evil duplicate of **Captain Kirk** is thus created. Fisher witnesses this darker Kirk when the captain storms into sickbay, demanding **Saurian brandy** from **Dr. Leonard**

**McCoy**. He is later attacked by the duplicate while trying to get help for **Yeoman Janice Rand**.

NAME: FISHER

RANK: CREWMAN

FIRST SEEN: 2266

STARSHIP LOG: 'THE ENEMY WITHIN'

## FREEMAN

**A** crew member aboard the *U.S.S. Enterprise NCC-1701*, **Ensign Freeman** is involved in the brawl with the **Klingons** on **Deep Space Station K-7**. Freeman did not throw the first punch, but he did, however, participate in the fight, along with his shipmates. He refrains from informing the captain that the first man to strike a blow was **Chief Engineer Montgomery Scott**.



◀ *When many of the crew of the U.S.S. ENTERPRISE NCC-1701 take shore leave on DEEP SPACE STATION K-7, friction with the Klingon crew also on leave is inevitable. While disciplining his crew over a barroom brawl, Kirk accuses Ensign Freeman of throwing the first punch.*

NAME: FREEMAN

RANK: ENSIGN

FIRST SEEN: 2267

STARSHIP LOG: 'THE TROUBLE WITH TRIBBLES'

## GAETANO



NAME: GAETANO

RANK: LIEUTENANT

STARSHIP LOG: 2267

STARSHIP LOG: 'THE GALILEO SEVEN'

◀ *The SHUTTLECRAFT GALILEO is Spock's first command, when it crashlands on Taurus II in 2267. All of the crew manage to survive the rough landing, but Lt. Gaetano is one of the casualties in a vicious attack by the planet's primitive and violent apelike natives.*

**Lt. Gaetano** is on board the *Galileo Seven* shuttlecraft when the ship crashlands on **Taurus II** in 2267. **First Officer Spock**, in command of the expedition, orders Gaetano and his fellow crew member, **Lt. Latimer**, to survey the planet. Gaetano is angered by Spock's lack of emotion when Latimer is killed by the primitive, apelike natives, and insists that they should strike back as a show of force. Gaetano is himself killed by one of the planet's inhabitants shortly after; his body is found lying at the bottom of a precipice.





## CREW UNDER CAPTAIN KIRK: 2260'S

## GALLOWAY



**L**t. Galloway serves on board the *U.S.S. Enterprise NCC-1701* in security. He accompanies his commanding officers on away missions such as the landing party to **Eminiar VII**, during which time the *Enterprise* and its crew are declared casualties of war. On his final mission, Galloway contracts a fatal infection along with

▶ *The brave Lt. Galloway dies in the performance of his duty; ironically, the officer is killed by a renegade Starfleet captain.*

the rest of the landing party – **Captain Kirk**, **Mr. Spock**, and **Dr. McCoy** – after beaming over to the *U.S.S. Exeter*. The party beam down to the planet's surface for the natural immunity it provides, but Galloway is attacked by the violent natives, the **Yangs**, and dies from a **phaser** blast while attempting to protect his superior officers from the rogue **Starfleet** officer **Captain Ronald Tracey**, who believes he has discovered the secret of immortality.

**NAME:** GALLOWAY  
**RANK:** LIEUTENANT  
**FIRST SEEN:** 2267  
**STARSHIP LOG:** 'MIRI', 'A TASTE OF ARMAGEDDON', 'THE CITY ON THE EDGE OF FOREVER', 'THE OMEGA GLORY'

## GALWAY

**NAME:** GALWAY  
**RANK:** LIEUTENANT  
**FIRST SEEN:** 2267  
**STARSHIP LOG:** 'THE DEADLY YEARS'

▶ *Galway dies from extreme old age, after contracting a fatal radiation disease.*



**A** young officer aboard the *U.S.S. Enterprise NCC-1701*, **Lt. Galway** serves briefly under **Captain Kirk's** command in 2267. The lieutenant is a member of the landing party to **Gamma Hydra IV**, during which time she – along with the rest of the landing party, apart from **Ensign Chekov** – is infected by a deadly radiation sickness. The radiation speeds up the meta-

bolism with fatal results, causing a victim to age rapidly. The young lieutenant bravely requests to continue with her duties, despite her rapidly increasing age and weakened condition. Galway manages to stagger to sickbay, but dies, in front of Kirk and **Dr. McCoy**, of sheer old age; she was just 10 years younger than Captain Kirk.

## GARROVICK

**C**aptain Kirk once served as a young ensign under the command of **Ensign Garrovick's** father, **Captain Garrovick**, on

**NAME:** GARROVICK  
**RANK:** ENSIGN  
**FIRST SEEN:** 2268  
**STARSHIP LOG:** 'OBSESSION'

the *U.S.S. Farragut NCC-1647*. **Ensign Garrovick** is assigned as a security officer to the *U.S.S. Enterprise NCC-1701*. In many ways, he reminds Kirk of himself at that age – at no time more so than when he commits the same error in 2268 as **Ensign Kirk** had in 2257. While on a survey mission, Garrovick's landing party comes under attack from the same **dikironium cloud creature** that

attacked the *Farragut*, killing 200 crew members, including the captain. Garrovick hesitates before firing at the creature, and blames himself for the death of his fellow crewmen. Kirk believed that his own hesitation was responsible for the deaths of the *Farragut* crew, but both men later discover that **phaser** fire has no effect on the creature; their hesitation did not affect the outcome.



▶ *Ensign Garrovick and Captain James T. Kirk are linked by a common tragedy.*

## GIOTTO

**NAME:** GIOTTO  
**RANK:** LIEUTENANT COMMANDER  
**FIRST SEEN:** 2267  
**STARSHIP LOG:** 'DEVIL IN THE DARK'

**G**iotto is a member of the landing party to the mining colony on **Janus VI**, where the population is being threatened by an unknown monster that lives in the lower levels. The crew of the *U.S.S. Enterprise* sweep the tunnels to find the culprit, and the creature is

eventually revealed to be a **Horta**, a benevolent silicon-based life form that is merely protecting her young.

▶ *Giotto serves in security on the U.S.S. ENTERPRISE; he is assigned to the landing party on the mining colony of Janus VI.*



## GRANT



**G**rant is an unfortunate *U.S.S. Enterprise NCC-1701* security guard. He accompanies **Captain James T. Kirk**, **Commander Spock**, and **Dr.**

▶ *Lt. Grant is fatally wounded by a lethal Capellan weapon, the kligat. He is killed for drawing a phaser against a Klingon in the Capellan encampment.*

**McCoy** down to the surface of the planet **Capella IV**. Grant reacts rashly when he sees a **Klingon** among the **Capellan** crowds, instinctively attempting to draw his **phaser**. A **Capellan** warrior swiftly retaliates, throwing a **Capellan** spear – the **kligat** – at Grant. The guard is tragically killed

before he even has a chance to fire his weapon.

**NAME:** GRANT  
**RANK:** LIEUTENANT  
**FIRST SEEN:** 2267  
**STARSHIP LOG:** 'FRIDAY'S CHILD'



# Benjamin Sisko: Family

Benjamin Sisko is the commander of *Deep Space Nine* and the Emissary of the Bajoran people, but he also has another important role to play: that of devoted family man. Sisko values his loved ones above all else.

A career officer in **Starfleet** can expect to face many challenges during their commission. They must prove themselves fit for command, and may be called upon to make military or diplomatic choices, depending on the situation.

This can often make personal relationships rather difficult, putting strain on their families and friends. It takes a certain kind of flexibility, understanding, and strength of character to maintain strong family ties under such circumstances, but an excellent example of such an officer is **Captain Benjamin Sisko**.

## Childhood and home

Benjamin Lafayette Sisko was born in New Orleans, Earth, in 2332. Along with his brothers and sister, **Judith**, with whom he would pick vegetables in the family garden, he was raised by the woman he believed to be his mother, and his father, **Joseph**. His beloved mother died some years before his posting to *Deep Space Nine*; his father is a gourmet chef who owns his own restaurant, **Sisko's Creole Kitchen**, in New Orleans' French Quarter. Proud of his upbringing, Ben worked in the restaurant from the age of 15, picking up many of his father's culinary skills; he would even criticize his mother's jambalaya for not having enough cayenne pepper in it – a fault shared by his sister's efforts.

The true facts of Sisko's parentage are revealed in 2375 when, on extended

leave on Earth, he has a vision of a woman's face. His son, **Jake**, finds a photo of the woman in his grandfather's house, and Joseph tells Ben she is his real mother, **Sarah**. Joseph was married to his first wife for two years, during which time she gave birth to Benjamin; however, Sarah left two days after her son's first birthday, and died three years later.

This news is naturally a huge shock to Ben. A vision on **Tyree** fills in the rest of the story: a **worm-hole alien** took over the body of the real Sarah to ensure that Benjamin Sisko was born. His birth was arranged, so that he would fulfill his destiny. When this was done, the spirit left Sarah; she in turn left Joseph, as she had not chosen to marry him in the first place. His father never told him about his real mother, because he did not want to ruin the closeness young Ben enjoyed with his stepmother; Ben

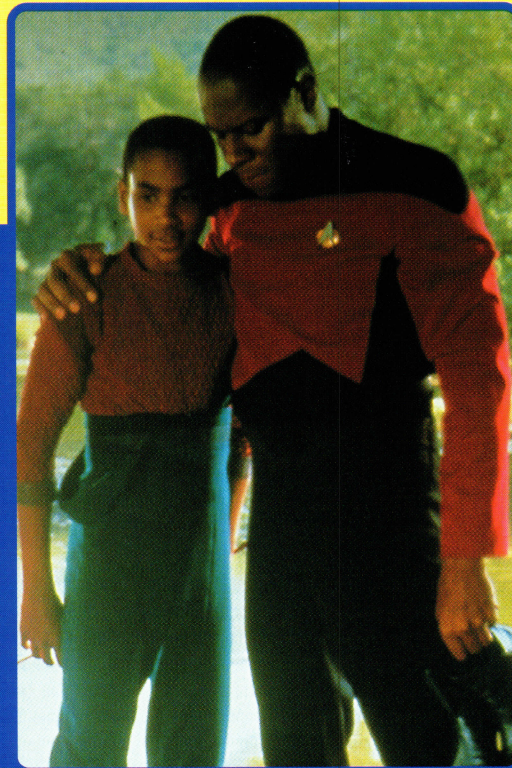
## PROFILE OF A FAMILY MAN

**FAMILY:** Joseph Sisko [father], Jake Sisko [son], Judith Sisko [sister].

**BORN:** New Orleans, Earth

**MARITAL STATUS:** Ben Sisko was widowed after the death of his wife, Jennifer, at the Battle of Wolf 359.

**REMARKS:** The Sisko family have always been close, and in contact with their roots. Joseph Sisko still lives in New Orleans, and though his son, Benjamin, holds the exalted status of Starfleet captain and Bajoran Emissary, he is still proud of his family background.



▲ The most important role in Sisko's life is that of dedicated father to his son, Jake. Since the death of his wife, Jennifer, Sisko has raised Jake as a single parent, doing his best to ensure his son has a full, balanced upbringing. Sisko always makes time to spend with his beloved Jake.

## ★ Role model

Ben has learned a great deal from his father, Joseph Sisko, who is also a loving and devoted parent.



## THREE GENERATIONS

### ★ Family roots

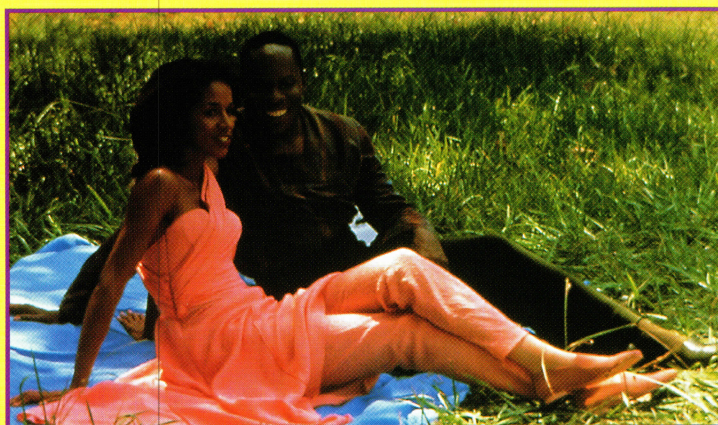
Joseph remains the anchor of the Sisko family. While his son runs an advanced space station, Joseph is the host of a popular and charming old-style Creole bistro in New Orleans, on Earth.

### ★ Like father, like son

The Sisko men share a love of cooking, which has been passed down from generation to generation. Joseph Sisko feels it is important for families to dine together, and Benjamin and Jake continue the tradition.



## Benjamin Sisko: Family

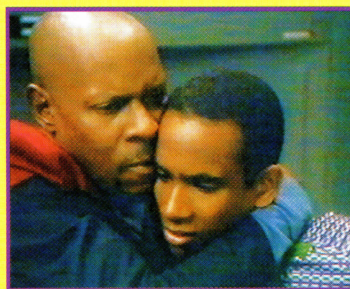


## ★ Married bliss

*Not long after graduation from Starfleet Academy, Ben Sisko met his future wife Jennifer, who sadly perished at Wolf 359.*

insists (as did his stepmother at the time) that the truth would not have changed anything.

Despite this potentially damaging secret, Ben remains very close to his father. He inherited a great value of family from Joseph, a similarly headstrong man who, in later years, tends to neglect his own health. Benjamin feels helpless when the older man must have a new aorta because of progressive arteriosclerosis, and he is annoyed that Joseph refuses to leave his business and move to *Deep Space Nine* so that Ben can care for him. Despite their great love for each other, visits between the two are less frequent than either would like; but in times of personal crisis, Ben always finds it comforting to



return to Earth, and his father.

Sisko is no stranger to family loss. He met his wife, **Jennifer**, on Earth at Gilgo Beach, shortly after his graduation in 2354, and she gave birth to their only child, Jake, later that same year.

## Widowed

Jennifer was killed in 2367, during the **Federation** battle with the **Borg** at **Wolf 359**. Sisko and Jake, then aged 11, only just escaped with their lives. Sisko brooded over the loss of Jennifer for some time

*"We were very close, my father and I. Partly because we'd lost my mother five years earlier."*

*— in an alternate timeline, an elderly Jake Sisko recalls his father*



## ★ Close bond

*Jake Sisko has grown up sharing his father's principles and values — and his enthusiasm for an old Earth sport, baseball.*

## ★ Single parent

*The loss of Jennifer brought Ben closer to his son, Jake. His mother's death has made Jake very reliant on his father.*

while he oversaw the development of the **Defiant**-class warship at the **Utopia Planitia Fleet Yards** on Mars. He nearly resigned from Starfleet during this period, but, not for the first time, his sense of duty and great love of his family brought him out of his depression. He instead concentrates on the challenges involved in bringing up his young son by himself, while also assuming command of *Deep Space Nine* in 2369.

Ben and Jake have a deep love and close relationship that has

helped them both to cope with the changes in their lives, both personal and professional. Before the death of Jennifer, they were a very close family, and Benjamin is grateful for the memories they share.

The two enjoy a love of baseball and cooking, but the elder Sisko is unable to offer his son a relationship on his own level, and must grudgingly accept Jake's friendship with the trouble-prone **Ferengi, Nog**. Jake has learned his father's values of tolerance, kindness, and responsibility so well that Nog is actually influenced for the better by the younger Sisko.

## Parental support

A further indication of the strength of Ben's understanding and love for his son comes when he supports Jake's decision to become a writer rather than follow a career in Starfleet. His son grows increasingly concerned about his father's reaction, and is both surprised and relieved when Sisko gives him his enthusiastic blessing.

The one sticking point in their relationship concerns romance and dating. Jake often shows as much concern for his father's love life as his own, and it is he who introduces Ben to civilian

freighter captain **Kasidy Yates** in 2371. In doing so, it is possible that one member of the family has paved the way for another in the future.

## FAMILY SECRET

## True lineage

In 2375, Sisko is sent a vision of a woman's face by the Prophets. His son, Jake finds a photo of the woman in his grandfather's house, and Joseph is forced to admit that she is Ben's real mother, Sarah. Joseph met Sarah in Jackson Square in the June of 2331, and they married two months later; but two days after Ben's first birthday, she disappeared. Three years later, Joseph located her in Australia, where she was working as a holo-photographer, but Sarah died one month before he made contact. Ben Sisko later discovers that a wormhole alien had taken over Sarah's body, and her life.

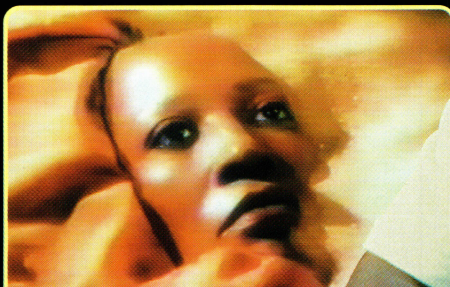
## ▶ Visual evidence

*Sarah was host to a wormhole alien when she married Joseph. When it left her body, her love for her husband evaporated.*



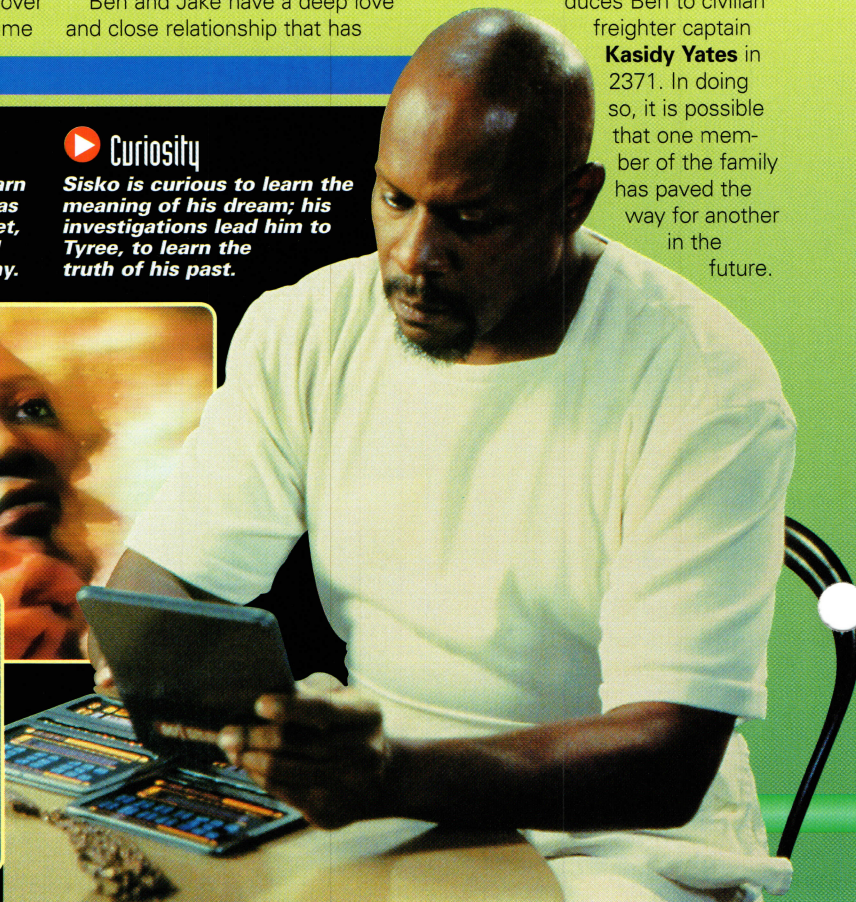
## ▼ Forgotten face

*Sisko is shocked to learn that his real mother was taken over by a Prophet, to ensure his birth and thus arrange his destiny.*



## ▶ Curiosity

*Sisko is curious to learn the meaning of his dream; his investigations lead him to Tyree, to learn the truth of his past.*







## FILE 48 KLINGON PERSONNEL

# Captain Korris

Not all Klingon warriors are at ease with the good relations between the Klingon Empire and the Federation. For some, this peace is a waking death from which they are desperate to escape. Captain Korris is one such renegade; he dreams of the days of war and glory.

Peace is not an easy or natural state for a race of warriors to accept; yet, following the **Khitomer Accords** of 2293, the citizens of the **United Federation of Planets** and the **Klingon Empire** must adjust to this new political paradigm. As **Klingon Chancellor Gorkon** says to **Captain James T. Kirk** in 2293: "If there is to be a brave new world, our generation is going to have the hardest time living in it."

## Patriotic renegade

By 2364, however, most Klingons are tolerant of, if not comfortable with, the peaceful nature of relations with the Federation. Some, however, cannot abide the peace, seeing it as a betrayal of Klingon nature. They see themselves as heroes, willing to defy their government and society in order to live the life of a true Klingon, rather than a cowardly cordial existence with the Federation.

**Korris**, a captain in the

**Klingon Defense Force**, is one such renegade, though he considers himself to be a patriot. In 2364, his brand of self-serving Klingon rhetoric clashes violently with his beloved empire, as well as their former Federation foes.

Korris considers himself to be a firebrand, aiming to stir up the present peace and replace it with the more desirable and honorable state of war. Korris believes he is acting in the best interests of his people; without battle, Klingons cease to become warriors, and must content themselves with the lives of sheep. Warriors like Korris are afraid that the peace with the Federation will make them cowards.

## Concealed weapons

Korris appears average in comparison with other Klingons, but he still cuts an imposing figure by human standards. He stands over six feet tall, with long black hair, a traditional Klingon goatee, and a slight, affected mustache

## PROFILE ON KORRIS

**NAME:** Korris

**LIFE FORM:** Klingon male

**STATUS:** Captain in the Klingon Defense Force, and a wanted criminal.

**KNOWN ASSOCIATES:** Hommel and Hunivas.

**CRIMES:** The destruction of the Klingon cruiser *T'Acog*, and the hijacking of a Talarian vessel, the *Batris*.

**REMARKS:** Korris's sole purpose is to find glory, and so become a warrior of legend.

**FIRST ENCOUNTERED:** 2364

**FIRST SEEN:** 'Heart of Glory' [TNG]



▲ **Captain Korris detests the peaceful times that have fallen upon his people. In 2364, the Klingon Empire has no enemies with which it is actively at war, and warriors like Korris feel they have been denied their days of glory.**

that begins slightly above the corners of his mouth.

He dresses in the style of a true Klingon warrior, in black leather armor, ornately accessorized so as to conceal hidden weapons and devices. For example, when parts of his belt are combined with pieces from a companion's armor, they form a deadly **disruptor** weapon. A small, square device concealed within the detailing of Korris's shoul-

der-piece is also instantly effective in deactivating **Starfleet** force fields.

## Warrior philosophy

Korris is unusually eloquent for a Klingon. His goals and motivations are questionable, but the persuasive power of his words is undeniable. He is quick to make florid speeches, filled with impassioned patriotism, but his actions betray a self-serving streak.

Korris is a conservative Klingon, yet he is not on a

crusade to unite his people in revolution; he simply wishes to create a lifestyle suited to his own ideals – a concept in which, ironically, there lies few of the warriors' ways he professes to hold so dear. Mentions of duty and honor are mostly missing from his fervent discourse, but Korris does obey some of the Klingon rules of honor, such as a disdain for, and refusal to take part in, the taking of hostages.

Korris is passionately



## ★ Not approved

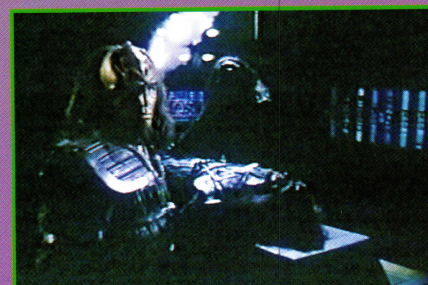
**Picard** is told that the Klingons do not condone Korris's crimes. As far as the empire is concerned, the renegades are wanted criminals.

## WARRIORS



## ★ Ingenuity and cunning

A Klingon warrior always carries a concealed weapon; Korris's belt, combined with pieces of armor, forms a disruptor.



## ★ Cost of battle

By the time the U.S.S. *ENTERPRISE* finds the *BATRIS*, one of Korris's crew has already been fatally wounded.

## OTHER CARDS IN THIS FILE...

- 1 **WOLF**
- 4 **GORKON**
- 11 **GENERAL MARTOK**

## SEE OTHER FILES...

**STAR TREK: THE NEXT GENERATION** .....File 69



## Captain Korris



### ★ Staring at death

*Korris pays honor to his fallen comrade by forcing open Kunivas's eyes, as is the Klingon tradition.*

opposed to peace between the Klingon Empire and the Federation, believing that the warrior race has been corrupted by the illusion of peace. He feels that any Klingon who seeks a peaceful means of coexistence has traded their birthright so that they can die in their sleep, rather than in glorious battle.

To Korris's mind, this is a betrayal of all the values and ideals that a Klingon warrior should have been raised to honor. The Klingon spirit should be fierce and brave, so that it will be worthy to enter **Sto-Vo-Kor**, the Klingon afterlife.

### Opposed to peace

Korris ultimately believes that the peace with the Federation "makes the Klingon heart that beats within [his] chest wither and die." It seems that some Klingons would rather have watched their race die after the disaster on the **Praxis** moon, rather than carry on as a race of weaklings.

The specifics of Korris's crimes are unknown, but they were serious enough to have him branded a wanted criminal by the Klingon authorities. Apparently, some of his past actions are viewed by the High Council as treasonous, having endangered the peace with the Federation, and possibly even the survival of the empire itself.

In 2364, while attempting to flee Klingon prosecution, Korris and two associates, **Kunivas** and **Lt. Konmel**, hijack a **Talarian** general cargo vessel, the **Batris**. In **Quadrant 9**, coordinates 070 mark 3, they manage to destroy a Klingon cruiser sent to capture them, but the **Batris** is severely dam-



### ★ Warrior's cry

*As far as Korris is concerned, Kunivas dies a totally honorable death.*

aged during the battle. While still within the **Neutral Zone**, Korris, Konmel, and Kunivas are rescued from their failing, appropriated vessel by the Federation starship **U.S.S. Enterprise NCC-1701-D**, under the command of **Captain Jean-Luc Picard**.

Once on board, they attempt to befriend and recruit **Lt. Worf**, a Klingon Starfleet officer, in a plot to take over the ship and embark on a reign of terror that will "light up the Galaxy with fear."

Korris and Konmel persuasively suggest to Worf that they are all Klingon

*"Do not deny the challenge of your destiny. Get off your knees and soar. Open your eyes and let the dream take flight."*

— Korris to Worf

brothers lost among infidels; despite Worf's human upbringing and Starfleet ideology, it is clear that Korris's charm has some effect on the warrior.

### Recruitment

Korris may not be loyal to the current Klingon regime, but he is fiercely devoted to those who choose to join his campaign. During the rescue from the **Batris**, Korris insists on carrying the injured Kunivas rather than allowing Starfleet officers to help.

The captain welcomes those who will join him, and actively recruits followers to his quest. Whether Korris's men join him to bring themselves glory, or

to honor the empire, remains unknown.

Korris ultimately fails in his plans, and finds himself alone and cornered in Main Engineering aboard the **Enterprise**. Konmel and Kunivas are dead, and a Klingon cruiser is waiting to take him to trial and probable execution on the somewhat ironic charges of betraying and endangering the Klingon empire.

### Bid for freedom

In a last, desperate act, Korris threatens to destroy the **Enterprise** if he is not granted his freedom. The threat does not gain him his

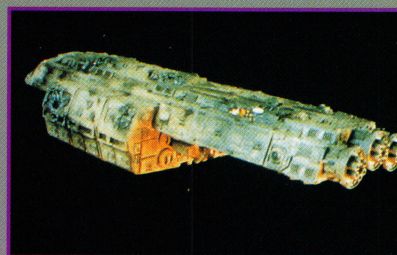
wish, but he does regain some measure of honor from a warrior's death.

Korris fields a deadly **phas-**  
**er** blast from Worf, who disregards Korris's influence to perform his duty to his oath, his ship, and his Starfleet captain.

Despite the criminal nature of Korris's acts, Worf still howls for the dead captain during a performance of the **Klingon death ritual**. The lieutenant also informs the Klingon authorities that Korris died an honorable death. With this, Captain Korris's spirit can perhaps make the journey to **Sto-Vo-Kor** after all.

### ★ Hijacked

*Korris and his followers violently hijack a Talarian vessel, the BATRIS. This ship is badly damaged by a Klingon cruiser.*



## HERO AND VILLAIN



### Quest for glory

Although officially branded a criminal by the authorities, it is evident that many Klingons, even within the empire's ruling council, understand the strong beliefs that fuel Korris's philosophy. Crucially, however, they are also able to grasp the importance of peace. Hero to some, criminal to others, Korris provokes a significant response from

all those he meets.

The Klingon Starfleet officer, **Lt. Worf**, is at first charmed, but later disillusioned, by Korris. He accuses the captain of hollow motives: "You have talked of glory and of conquest, and legends we will write. Yet in all you say, where are the words ... duty, honor, loyalty, without which a warrior is nothing?"

### ◀ Power of persuasion

*Korris believes that he has found a useful ally in the Klingon Starfleet officer Worf; he plays on the lieutenant's desire to be loyal to his heritage.*



### ◀ Glory

*Korris has no desire to die an old man in his bed; as a renegade, the captain finally finds the glorious death he has been seeking.*





## FILE 58 OTHER CHARACTERS AND LIFE FORMS

# Kilana

Kilana is a quick-witted, intelligent, and cunning servant of the Dominion. She wears a number of 'masks' during negotiation, and appears to trust no one — a trait that will cost her dearly.

## OTHER CARDS IN THIS FILE...

2A WEYOUN  
2B ERIS  
12 MARTA

## SEE OTHER FILES...

THE DOMINION.....File 16  
STAR TREK:  
DEEP SPACE NINE.....File 70

**K**ilana is one of the few female **Vorta** encountered by **Starfleet**. The Vorta are the **Dominion's** administrators. They are usually highly intelligent and cunning, and Kilana is no exception. Like many of her race, she exudes self-confidence, and at times, this can make her seem arrogant to a fault.

### Glamorous

When Kilana is first encountered by officers from Starfleet, she wears a burgundy, leotard-like dress with a dark blue cape. Her sway of dark hair is held back by her ribbed, pointed ears, from which hang gold-colored earrings. Her clothes appear casual, and are not designed for the hardships of war. Nonetheless, Kilana cuts a striking figure when seen standing among her **Jem'Hadar** soldiers.

Eris, another female Vorta, displayed telekinetic powers during an earlier encounter with **Captain Benjamin Sisko**, but it is not known if Kilana also possesses these abilities — she certainly does not use them during her only recorded meeting with Starfleet officers.

Kilana's ability to accomplish difficult missions is evidently well known to the Dominion; she is sent after a downed Jem'Hadar vessel on **Stardate 50049**, in order to rescue a **Founder** who is trapped on board.

Kilana is a shrewd and disquietingly attractive female humanoid. She has intelligent, gray-blue eyes that are instrumental in masking her true intent; one moment she can appear sympathetic, while the next she is a ruthless opponent, willing to lie and cheat to fulfill her mission for the Dominion. She speaks with the slightly insinuating empathy of an able negotiator and experienced diplomat.

Kilana is a deceptive operator. As a means of disarming a situation, she will sometimes apologize for her inexperience in dealing with anyone from outside of the Dominion.

### Unsettling manner

This kind of disavowment can be unsettling for her opponents, as they may be tempted to feel sympathy, but it is simply a means to her own ends. In a flash, she can adopt a new manner, one that is in

## PROFILE ON KILANA

**NAME:** Kilana

**LIFE FORM:** Vorta female

**OCCUPATION:** Administrator for the Dominion.

**ABILITIES:** Kilana uses her natural guile and cunning to her advantage during negotiations. It is not known if she has the telekinetic abilities possessed by some female Vorta.

**PRIORITIES:** Kilana is utterly devoted to the Founders.

**FIRST SEEN:** 'The Ship' [DS9]



▲ Little is known about Kilana. She appears to be relaxed and open, but is careful not to reveal anything of her true nature. The Vorta wears many masks, including sympathy, hostility, and charm — but which is the true face of Kilana?

deadly earnest. This is perhaps the reason the Founders trust her to get things done: Kilana offers an olive branch while at the same time stabbing her victim in the back.

One example of her dual modes of operating is the sneak attack she organizes

### ★ Leader

Even fearsome Jem'Hadar troops recognize that the Dominion founders have great faith in Kilana's leadership abilities.

on **Captain Benjamin Sisko** and his small crew on **Torga IV**, while they are defending the Jem'Hadar ship they have salvaged. The ploy fails to work, and Kilana later does not hesitate to apologize profusely, admitting the notion was a mistake.

Kilana's willingness to adopt different, even contradictory, viewpoints in different situations, ensures that her true feelings are impossible to ascertain. For this Vorta, an impasse is merely an opportunity to try a different tactic. Kilana is a diligent commander, and

## KILANA IN CONTROL



### ★ Restraint

Kilana demonstrates her control and skill in dealing with the Jem'Hadar; with one cold stare, she makes it clear that the warriors will attack only on her orders.





# Kilana



## ★ Rival

**Kilana seems to view Captain Ben Sisko as a serious rival; she is determined to win the crucial negotiations.**

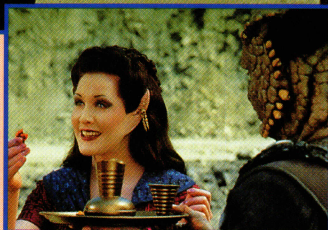
persistent in getting what she wants. The Vorta live to serve the Founders, so Kilana regards errors on her part as a grave personal lapse. Besides the possibility of falling from favor with the Founders, a particularly gruesome consequence of this particular mission's failure is that Kilana has to watch her own Jem'Hadar troops commit suicide, right in front of her eyes.

## Charming

In difficult situations that require skillful negotiations, Kilana is capable of great charm. She is quite willing to compliment her opponent if it affords her the opportunity to strike a bargain.

Neither is it uncommon for her to serve **q'lavas** as refreshments during negotiations. This watery fruit is, she says, one of her favorite foods.

Before taking an adversarial stance, Kilana will try all the avenues of a peaceful settlement open to her. It is not



## ★ Hostess

**Kilana tries to establish trust by playing the charming hostess, and offering such delicacies as q'lavas.**

known if she honors her commitments; the promise of organizing safe passage home for the trapped Starfleet crew, for example, may not be what it seems. Kilana often seems to hide her true intent.

Like the diplomat she plays at being, Kilana will listen attentively to a case presented to her, but in the end it does not always matter, especially if she has superior forces and weapons to hand. She has spent hours detonating **ultritium concussion shells** above an enemy's position, trying to unnerve them into surrendering.

## Ear for detail

Kilana is known for doing her homework. She has spent time studying the Vorta **Weyoun's** reports on staff members of **Deep Space Nine**. She is even familiar with the families of important officers, mentioning **Jake Sisko** by name. She appears to relish being able to drop details of an opponent's personal life into conversation, as if they are long-time friends. It is an unsettling experience

## ★ Actress

**The only truth about Kilana is that she is a good actress; she easily plays many roles.**



to be on the receiving end of such over-familiar treatment.

Kilana is a capable leader of her Jem'Hadar troops. Like most Vorta superintendents, she relies upon their genetically-engineered addiction to **ketracel-white** to maintain her authority, but she is also an experienced commander, able to silence dissent with a simple look.

She has no qualms about launching all-out assaults against the enemy, and is known to have fired upon and destroyed a Starfleet **Runabout**, killing all the crew members on board.

When Captain Sisko and his crew discover a downed Jem'Hadar vessel while conducting a mineral survey of Torga IV, Sisko claims the vessel for salvage rights. During ongoing negotiations

with Kilana, it becomes obvious the Vorta wants to retrieve something of great value on board. Due to Sisko and Kilana's mutual distrust, both sides suffer losses while time runs out for Kilana's objective – a dying Changeling hidden in the wreckage.

## Ultimate failure

Kilana's final task aboard the Jem'Hadar vessel is the collection of some of the Founder's dark, viscous remains into a ceremonial vial. Their collection shakes the Vorta emotionally, as she knows that her refusal to cooperate with Sisko indirectly led to the Changeling's death. It is a lesson that may have given Kilana a new perspective on trust, making her a wiser operative, and thus a more able negotiator in future.

**"Let me 'cut to the chase' — I believe that is the correct expression. This is our ship. We want it back."**

— Kilana

## DISTRUST AND REGRETS

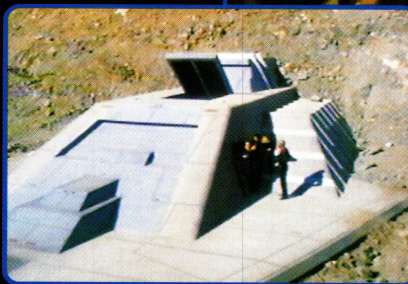
### Fatal mission

It can be assumed that Kilana has a record of successful negotiation behind her, as the Dominion assign this Vorta administrator the important task of retrieving a wounded Founder from the crashed Jem'Hadar warship on Torga IV. Kilana judges others by her

own standards, and fully expects Benjamin Sisko to be as devious as she is. Her automatic distrust rules out cooperation with the trapped Starfleet crew, and this ironically leads to the death of the Founder, and the failure of Kilana's mission.

### ▶ Wounded

**Kilana and her Jem'Hadar soldiers are sent to rescue a wounded and trapped Changeling from the Jem'Hadar crash site.**



### ▶ Grave

**The wreck of the Jem'Hadar warship is a death trap for both sides; the Founder and one of Sisko's crew, Muniz, die within.**

### ▶ All that remains

**Without the speed that could have been gained from co-operation, Kilana fails to rescue the injured Changeling. All she retrieves are some of its remains, which are gathered and placed in a ceremonial vial.**





# Bajoran Springball

This highly energetic sport is a popular part of Bajoran culture, and inspires an animated following. In an age of advanced technology, it remains a straightforward but keenly-contested game that requires relatively little equipment — although a helmet is advisable.

**T**he dynamic and fast-paced sport of **springball** has become a national pastime on **Bajor**, and a number of professional players compete in an ongoing series of championships. Many

**Bajorans** follow these games closely, keeping track of their favorite players through records of their standings, which are posted across the planet.

The sport bears a resemblance to a number of human games, such as squash and handball. It is also a full-contact sport, meaning that players are able to physically block opponents during play, knocking them aside, or using their torsos to bodycheck them. However, the rules of the game

state that violent contact, such as a punch or a kick, is explicitly forbidden. The game is played with a resilient spherical ball, and requires two players, whose uniforms consist of color-coded long-sleeved tunics, belts, and leggings.

## Physical sport

Due to the potentially dangerous nature of play, protective helmets are used to cushion accidental blows to the head, or to prevent injuries that could occur from falls and sudden impacts. Each player also wears a reinforced, padded glove, and attempts to use this to hit the ball into the scoring area.

A springball court can be as simple as a high wall and a level piece of ground, meaning that play can take place almost anywhere. For the most part, however, formal springball courts, such as the one used by **Colonel Kira Nerys**, follow a standard design.

The court is a cube-shaped chamber, with the far wall constituting the goal area. Small sectors of the wall are marked with colored bands, and a number of foul lines are also present, sectioning off areas of the wall as 'no-hit' zones.

In the center of the far wall is a large, elliptical area; this is the goal.

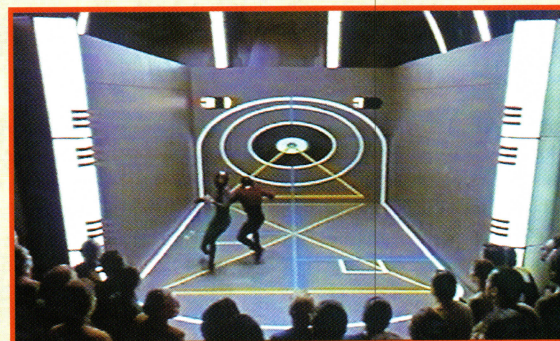
In addition, the floor of the court is marked with several foul lines, and players who step over these borders, or who cause the ball in play to bounce into them, are penalized.

The sides and roof of the court are unmarked, and serve no purpose in play other than to enable players to rebound shots off them. The wall opposite the goal is often protected by a forcefield or transparent barrier, enabling spectators to watch the match.

## Springball in space

Springball's popularity even extends to the **Federation** space station **Deep Space Nine**; enthusiastic player **Kira Nerys** has **Chief of Operations Miles O'Brien** create a holographic springball program specifically for use in the **holosuites** on the second level of **Quark's bar**.

An accomplished springball competitor in her own right, **Kira** grew up with the game, playing against her brothers during the years she spent inside the brutal refugee camp at **Singha**, during the **Cardassian** occupation of Bajor. Despite her acknowledged dislike of holosuite programs, she enjoys playing springball in her off-duty hours; the added bonus of



**Bajoran springball** often attracts a large and enthusiastic crowd, especially when **Kira** is playing; they can view the action through a transparent forcefield that comprises the rear wall.

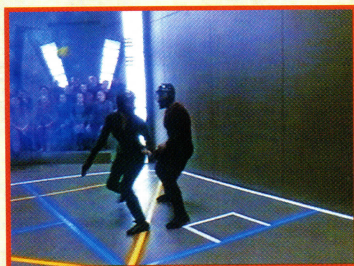


**The far wall of the court** has elliptical-shaped lines drawn on it. The players aim for the smallest ellipse, in the center of the wall, to score points.

the holosuites is that **Kira** can call up a holographic partner with whom to play, if she is unable to find a flesh and blood opponent.

One of her 'live' opponents was the late **Vedek Bareil**, who was also a fan of the championships, and a keen player. He was not, however, up to **Kira's** standard, as **Bareil** discovers when he strains his shoulder during their first match on **Stardate 47603**.

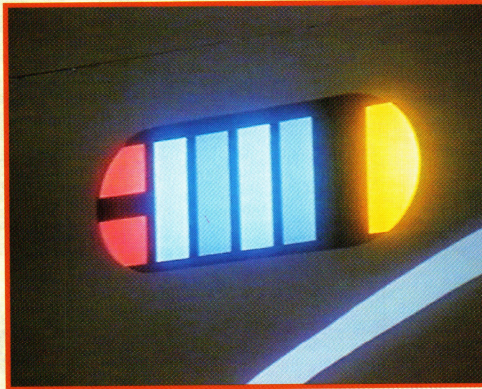
Other members of the Bajoran religious community also play this game. **Vedek Tonsa**, who visits **Deep Space Nine** in 2372, during **First Minister Shakaar's** meeting with Federation delegates, is noted as being an "excellent player."



**This fast-moving game** requires good eye-to-hand coordination, and the ability to withstand a few knocks.



**Helmets** are worn by the players for protection, as springball is a contact sport, and opponents often bodycheck each other.



**The score** is kept on the far wall of the court. Each time a player hits the center ellipse with the ball, a blue bar lights up.



**Dr. Bashir** shows his fervent support for Major **Kira's** dynamic play, but **Garak** is rather more reserved in his appreciation.



# Bajoran Springball

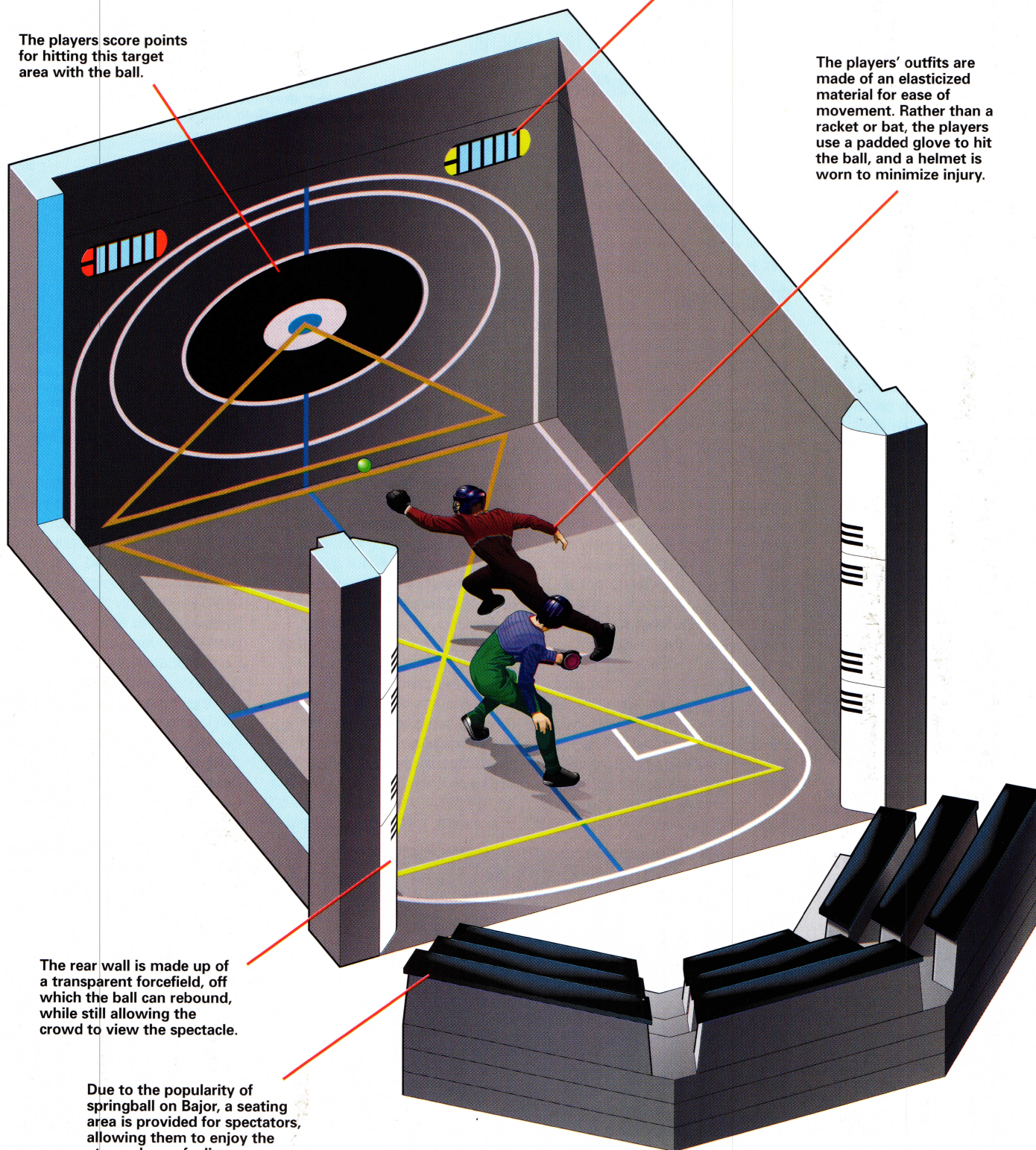
## NATIONAL SPORT

**Tough game** As with other 24th-century games, such as **parrises squares**, **Bajoran springball** is not for the faint-hearted. The main object of the game – to hit the center ellipse on the far wall – requires sharp reflexes and coordination. Players are also allowed to bodycheck their opponent to stop them reaching the ball.

The players score points for hitting this target area with the ball.

These lights indicate the score. A bar lights up every time a player hits the center ellipse.

The players' outfits are made of an elasticized material for ease of movement. Rather than a racket or bat, the players use a padded glove to hit the ball, and a helmet is worn to minimize injury.



The rear wall is made up of a transparent forcefield, off which the ball can rebound, while still allowing the crowd to view the spectacle.

Due to the popularity of springball on Bajor, a seating area is provided for spectators, allowing them to enjoy the atmosphere of a live game.





# 'Manhunt'

Lwaxana Troi and two Antedean delegates arrive on the *U.S.S. Enterprise NCC-1701-D*, en route to a conference on the planet *Pacifica*. The Betazoid ambassador is determined to find a mate among the eligible bachelors in Captain Picard's crew.

## CAPTAIN'S LOG STARDATE 42859.2

"We are in orbit around Antede III, awaiting the arrival of two dignitaries. Our mission is to escort them to a conference on planet *Pacifica*, where they will be given the opportunity to join the Federation."

**T**wo Antedean delegates arrive on board the *U.S.S. Enterprise NCC-1701-D* in a self-induced catatonic state – their way of dealing with the trauma of space travel. They will awaken just prior to the *Enterprise* reaching the planet *Pacifica*.

Betazoid ambassador **Lwaxana Troi**, accompanied by her faithful attendant, **Mr. Homn**, also travels on the *Enterprise* to the *Pacifica* conference. Lwaxana is in the middle of the **phase**, a Betazoid female midlife cycle which greatly increases sexual drive; she focuses all her sexual energy on **Captain Picard**, inviting him to a private dinner in her quarters. Picard insists that **Lt. Commander Data** should also attend the meal. When Lwaxana's daughter, **Deanna**, turns up as well, Picard uses the opportunity to retreat to the **holodeck**, escaping into the world of 1940's private eye **Dixon Hill**.

## On the prowl

With Picard unavailable, Lwaxana turns her attentions to **Commander Riker**. She announces that everyone on board is invited to a prestigious occasion on the shores of *Pacifica*'s western sea: the full Betazoid wedding of William Riker and Lwaxana Troi. The commander is speechless.

The Antedeans begin to wake from their coma. Riker and Data leave for the holodeck to tell Picard this news; Lwaxana locates Riker by following the comm panel lights to **Holodeck 3**. Both Picard and Riker are relieved when the elder Troi shows a keen interest in Rex, the bartender, but eventually the captain has to tell Lwaxana that she has fallen for a hologram. The ambassador gives up hope of ever finding a suitable spouse on the *Enterprise*.

Lwaxana departs for *Pacifica*, but not before revealing some astonishing information – the Antedeans are assassins, not delegates. Their 'unsophisticated' minds are easily read by the telepathic Lwaxana, who knows that their robes are lined with enough **ultritium** explosive to blow up the whole conference. Picard thanks the ambassador for saving the *Enterprise*'s reputation.

## ON SCREEN...



**1** Few human beings have ever seen an Antedean in the flesh; a curious group gathers in the transporter room to welcome them on board the *U.S.S. ENTERPRISE*.



**2** Lwaxana Troi is undergoing the phase, and decides to focus all of her sexual energy on Jean-Luc Picard, much to the irritation of her daughter, Deanna.



**3** Picard feels increasingly uncomfortable with Lwaxana's romantic overtures, so he also invites Data to dinner for some 'fascinating' afterdinner anecdotes.



**4** With Picard's disappearance, Lwaxana lavishes her unwelcome attention on Riker; to the commander's dismay, she even announces their imminent wedding.



**5** When the Antedeans awake, Riker and Data meet with the captain in 'Rex's bar' on the holodeck; Lwaxana follows them and falls for a holographic bartender.



**6** Lwaxana proves her worth before she departs the *ENTERPRISE* – she warns Picard that the Antedeans are assassins who plan to blow up the conference.

## STARSHIP FACTS

The Antedeans bring with them their favourite food, the slug-like vermicula.







# 'The Emissary'

Worf's former lover, Special Emissary K'Ehleyr, boards the *U.S.S. Enterprise NCC-1701-D*. She comes with instructions from Starfleet to intercept an old Klingon vessel, the crew of which is unaware that hostilities with the Federation have ceased.

**K**'Ehleyr, a half-human, half-Klingon Federation ambassador, joins the *U.S.S. Enterprise NCC-1701-D* in the Boradis system. K'Ehleyr comes aboard as a special Klingon emissary, with important news from Starfleet.

Two days previously, *Starbase 336* picked up a transmission from the *T' Ong*, a Klingon Battle Cruiser sent out 75 years before, with its crew in cryogenic suspension. At the time, the Klingon Empire was at war with the Federation. The *Enterprise's* mission is to find the *T' Ong*, and convince its captain, K'Temoc, that the war is over before his crew attack Federation outposts in the vicinity. The Klingon ship *P'Rang* follows, two days behind the *Enterprise*.

## Fiercy romance

Captain Picard assigns Lt. Commander Worf to work with the emissary. Six years before, Worf had a brief romance with K'Ehleyr; when the couple are reunited, they soon begin arguing. Counselor Troi suggests that the ambassador vent her frustrations in the holodeck, and K'Ehleyr chooses one of Worf's calisthenics programs.

Worf also heads to the holodeck, and witnesses K'Ehleyr fending off holographic assailants. Worf is impressed by his old flame's fighting spirit, and the couple's romance is rekindled. The next morning, Worf asks K'Ehleyr to marry him; once a couple have mated, it is Klingon tradition that they wed. K'Ehleyr rejects his proposal.

The *Enterprise* finally catches up with the *T' Ong*, and Worf poses as the *Enterprise's* captain, aggressively persuading the crew of the *T' Ong* that the Federation and Klingons are now allies.

In the transporter room, Worf bids farewell to K'Ehleyr; she is beaming over to the *T' Ong* to await the arrival of the *P'Rang*. On the journey back to the Klingon homeworld, there will be plenty of time to bring the *T' Ong* crew up to date on events. K'Ehleyr admits that she was tempted to take the oath of marriage with Worf; perhaps, one day, their paths will cross once more.

## CAPTAINS LOG STARDATE 42901.3

"Despite their cloaking device, we have located the Klingon vessel *T'ONG*. In an effort to avoid further confrontation, we are about to implement the option presented by Lt. Worf."

## ON SCREEN...



**1** Special Emissary K'Ehleyr reaches the *U.S.S. ENTERPRISE* via an unusual method - a two meter-long CLASS-8 PROBE. The Federation ambassador comes with an important message from Starfleet.



**2** The *T'ONG's* message said only that the ship was reaching its awakening point and returning home. Starfleet suspect that the *T'ONG's* crew are starting to emerge from their cryogenic suspension.



**3** Worf once enjoyed an unresolved romantic liaison with K'Ehleyr; when they accidentally meet in the holodeck, he is impressed with her fighting skills.



**4** After spending the night together in the holodeck, Worf proposes to K'Ehleyr. She has no time for Klingon customs, and refuses to take the oath.



**5** Worf and K'Ehleyr set aside their differences and take up position on the *ENTERPRISE* bridge to hail the newly-awakened crew of the *BIRD-OF-PREY*.



**6** Before she leaves the *ENTERPRISE*, K'Ehleyr admits that she was tempted to marry Worf, but her human side was scared of awakening her Klingon emotions.

## STARSHIP FACTS

The Federation established a colony on Boradis III in 2331. By 2365, three other planets in the system have been colonized.





# 'Homefront'

Captain Sisko and Odo travel to Earth to help Starfleet deal with a suspected Changeling infiltration. Admiral Leyton, an old friend of Sisko, wants Federation President Jaresh-Inyo to implement much tougher security measures.

## 'HOMEFRONT'

"I was hoping that this would never happen ... but it finally has. The Changelings have reached Earth."

— Captain Benjamin Sisko

The **Bajoran wormhole** begins to inexplicably open and close. **Deep Space Nine** receives a **Priority 1** message from **Starfleet** security: two days before, 27 people were killed at a high-level diplomatic conference in Antwerp by a shapeshifting bomb.

It appears that the **Domion** have finally infiltrated Earth.

**Captain Sisko** and **Odo** join the **U.S.S. Lakota NCC-42768** and travel to **Starfleet Headquarters** in San Francisco. Once there, they meet with **Admiral Leyton** and his adjutant, **Commander Erika Benteen**.

Leyton is convinced that the Dominion poses the biggest threat to Earth's stability since the last world war, and he appoints Sisko as acting head of Starfleet Security on Earth.

The following day, Leyton and Sisko visit **President Jaresh-Inyo**, and persuade him to institute some basic security measures at **Federation** sites, in order to counteract the suspected Dominion presence.

## Shadow of war

Odo meets Leyton and Benteen in the grounds of Starfleet Headquarters. Leyton is unusually hostile toward Odo, who grabs the admiral's hand and discovers that he is clutching a Changeling impostor. The shape-shifter manages to escape. The real Admiral Leyton believes further precautions should be taken against the Dominion; he feels that the president does not grasp the fact that the Federation is at war.

Shortly afterward, Earth's entire power relay system goes off line, and lights blink out all over the planet. Starfleet's emergency back-up power also fails. Leyton insists this is Changeling sabotage, and even Sisko urges Jaresh-Inyo to institute a state of emergency. The captain points out that the **cloaking** technology of a Dominion warfleet may be behind the wormhole's recent activity. Jaresh-Inyo agrees to deploy Starfleet officers on the streets of Earth, and the planet is placed in the hands of the military.

## ON SCREEN...



**1** The **DEEP SPACE NINE** crew review security logs of a terrorist bombing on Earth. It is clear from the footage that the **Domion** are behind this outrage.



**2** Sisko served as Leyton's executive officer aboard the **U.S.S. OKINAWA**, and it was the admiral who recommended Sisko for the top job on **DEEP SPACE NINE**.



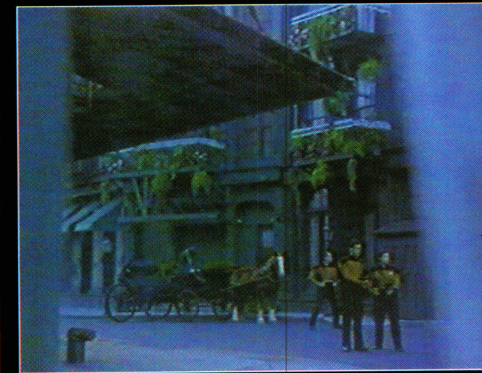
**3** In his first month at **Starfleet Academy**, **Nog** asks Sisko to act as his sponsor, so that he can join an elite group of cadets known as **Red Squad**.



**4** Odo discovers that Leyton has been impersonated by a Changeling. This alarms the real Leyton, who now believes the Federation is at war and under attack.



**5** As far as Leyton is concerned, **Jaresh-Inyo's** main concern is not upsetting anybody; the Federation president is uneasy about implementing martial law.



**6** Earth is placed under martial law. Starfleet officers now patrol the streets - an ever-present reminder of the danger that Earth and the Federation are facing.

## STARSHIP FACTS

Sisko's father, Joseph, is the only person on Earth who can get **Nog** live tube grubs, much to the young Ferengi's delight.





# 'Paradise Lost'

With Earth under martial law, **Captain Sisko** uncovers evidence that the **Dominion** may not be behind the sabotage of the planet's power relays. His investigation is brought to a halt when he is accused of being a Changeling himself.

**O**do learns from a **transporter** log that the elite group of **Starfleet** cadets known as **Red Squad** were on Earth shortly after the state of emergency was declared. **Captain Sisko** speaks to Red Squad member **Riley Shepard**, who freely admits that **Admiral Leyton** gave the order to implant disordering protocols into Earth's power relays.

**President Jaresh-Inyo** is not convinced by Sisko's claim that Leyton is plotting to overthrow the government. Sisko contacts **Kira** on **Deep Space Nine**; she tells him that the **Bajoran wormhole** has returned to normal, but he asks her to keep investigating. When the captain returns to **Starfleet Headquarters**, **Commander Benteen** and the admiral are waiting for him in the president's office. They take a sample of Sisko's blood, and tamper with the results to make it seem that the captain is a shapeshifter.

## Fight for freedom

Odo rescues Sisko from the holding cell he has been placed in. The constable has news that the **U.S.S. Defiant NX-74205** is on its way to Earth. On board is an officer who was instructed by Admiral Leyton to cause artificial fluctuations in the wormhole.

Sisko breaks into Leyton's office, **phaser** in hand. The admiral refuses to resign; he believes that only a military dictatorship can defeat the **Dominion**. Leyton has sent the **U.S.S. Lakota NCC-42768**, under Benteen's command, to intercept the **Defiant**.

The **Lakota** fires on the **Defiant**, which fights back. Leyton urges Benteen to attack the **Defiant** with **quantum torpedoes**, but the **Lakota** crew cannot bring themselves to destroy another **Federation** vessel. The **Defiant** reaches Earth, and Leyton realizes that his dream of seizing power is over. He removes his admiral's pips.

The Starfleet troops are recalled to headquarters. For the moment, Earth is a peaceful paradise once more.

## 'PARADISE LOST'

"With these troops in place, Admiral Leyton controls Earth, and he is not going to give up that control until he's convinced that he has ended the Dominion threat."

— Sisko to Jaresh-Inyo

## ON SCREEN...



**1** The more Captain Sisko reads Starfleet's reports on the power relay sabotage on Earth, the more suspicious he becomes that all is not as it seems.



**2** Sisko reports to the president that Admiral Leyton and other members of Starfleet may be plotting to overthrow the Federation government.



**3** Sisko is relieved from his post as acting head of Starfleet Security, but he is determined to prove that Leyton manufactured the current Dominion hysteria.



**4** Sisko uses a Bajoran frequency to contact Major Kira on DEEP SPACE NINE. She tells him that the wormhole has returned to normal.



**5** The **DEFIANT** approaches Earth with evidence that Leyton was ultimately responsible for the unprecedented opening and closing of the wormhole.



**6** As Sisko, Odo, and Jake prepare to return to DEEP SPACE NINE, the Starfleet troops are recalled, putting an end to martial law on the streets of Earth.

## STARSHIP FACTS



A shapeshifter, in the form of Chief Miles O'Brien, tells Captain Sisko that there are only four Changelings currently on Earth.



# J

**J'Dan** Klingon exobiologist and spy for the Romulans. He used his time aboard the *U.S.S. Enterprise NCC-1701-D* in a 2367 Officer Exchange Program to steal plans for the dilithium crystal articulation frame. (*Starship Log*: 'The Drumhead' [TNG]) **SEE FILES 11, 13, 48, 69**

**J'naii** This humanoid society has only a single physical sex; its laws prohibit any indication of gender orientation. Citizens revealing a male or female preference are subjected to **corrective psychotectic therapy**. (*Starship Log*: 'The Outcast' [TNG]) **SEE FILES 18, 43, 69**

**J'Onn** Bald, humanoid digger of holes, and resident of *Nimbus III* when Sybok found him in 2287. After being freed of his pain by Sybok, J'Onn joined the *Vulcan's* search for **Sha Ka Ree**. (*Starship Log*: *Star Trek V: The Final Frontier*) **SEE FILES 4, 76**

**ja'chuq** Obsolete component of the **Klingon Rite of Succession**, in which **High Council** presidential candidates chronicle, at incredible length, their combat credentials. In 2367, the ja'chuq was used to briefly stall the final decision of who was to succeed as chancellor. (*Starship Log*: 'Reunion' [TNG]) **SEE FILES 11, 69**

**Ja'Dar, Dr.** Humanoid male from *Bilana III*, who designed the **soliton wave**, a new form of faster-than-light propulsion. The *U.S.S. Enterprise NCC-1701-D* helped test Ja'Dar's theory in 2367. (*Starship Log*: 'New Ground' [TNG]) **SEE FILES 64, 69**

**Ja'rod** Klingon traitor who, in 2346, invited the **Khitomer** outpost massacre by revealing the planet's defense codes to the **Romulans**. **Duras**, son of Ja'rod, later accused **Worf's** father, **Mogh**, of this dastardly act. Worf knew the allegations were false, but was forced to suppress the truth in order to prevent a civil war. (*Starship Log*: 'Sins of the Father' [TNG]) **SEE FILES 11, 48, 69**

**Jabara** This medical attendant in the infirmary on *Deep Space Nine* often provided paramedical expertise to **Dr. Julian Bashir** during surgical procedures and other medical emergencies. (*Starship Log*: 'Babel' [DS9]) **SEE FILES 27, 70**

**Jabin** This **Maje** led the **Kazon-Ogla** force that occupied the surface of the **Ocampa** homeworld in 2371, when the *U.S.S. Voyager* and a **Maquis Vessel** arrived there shortly after being transported to the **Delta Quadrant**. *Voyager's* ability to provide water persuaded Jabin not to execute the **Talaxian Neelix**. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 18, 71**



▶ **Dr. Bashir and Jack had very different personalities, despite both being genetically engineered.**

**jacarine** A flowering tree or plant, and its fruit. **Benjamin Sisko** occasionally ordered his **raktajino** with a shaving of jacarine peel for additional flavoring. (*Starship Log*: 'The Homecoming' [DS9]) **SEE FILE 70**

**Jack** A genetically-engineered human. Intellectually brilliant, yet given to agitated ranting, Jack and his fellow mutants – **Patrick**, **Sarina**, and **Lauren** – twice left the **Daystrom Research Institute** for encounters with **Dr. Julian Bashir**. (*Starship Log*: 'Statistical Probabilities' [DS9]) **SEE FILES 43, 44, 71**

**Jack the Ripper** This 19th-century Earth serial killer was never caught. In 2267, **Redjac**, a noncorporeal life form that fed on terror, and jumped from body to body, was tagged as the real Ripper, and destroyed. (*Starship Log*: 'Wolf in the Fold' [TOS]) **SEE FILE 68**

**jacked** Earth slang meaning 'mugged' or 'robbed.' When **Chris Brynner** discovered **Jadzia Dax** unconscious in a San Francisco subway entrance in 2024, he assumed she had been jacked. Jadzia played along, in order to conceal the fact that she had accidentally traveled back in time. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILES 44, 70**



▶ **In the early 21st century, violent street robbery was still a threat; Chris Brynner believed that Jadzia Dax had been 'jacked.'**

**Jackson [1]** One of the former **Maquis** rebels who joined the crew of the *U.S.S. Voyager*. In 2371, Jackson helped **Seska** break into **Neelix's** kitchen and steal some mushroom soup. (*Starship Log*: 'State of Flux' [VOY]) **SEE FILES 18, 29, 71**

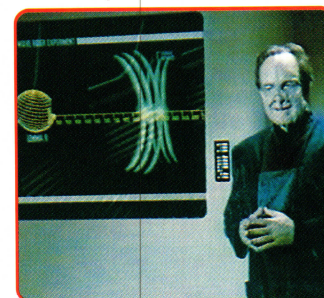
**Jackson [2]** Member of the security team aboard the *U.S.S. Enterprise NCC-1701*. He beamed down to **Pyrus VII** in 2267, and was killed by **Sylvia's** alleged magic. He was sent back to the ship in a state of rigor mortis as a warning. (*Starship Log*: 'Catspaw' [TOS]) **SEE FILES 20, 68**

**Jackson, Mrs.** Owner of a food service establishment in the Harlem neighborhood of New York City, in **Benjamin Sisko's** dream about 1953 Earth. As she neared retirement, Mrs. Jackson considered selling the coffee shop to **Cassie**, the waitress girlfriend of **Benny Russell**. (*Starship Log*: 'Far Beyond the Stars' [DS9]) **SEE FILES 18, 43, 70**

J'Dan  
J'naii  
J'Onn  
ja'chuq  
Ja'Dar, Dr.  
Ja'rod  
Jabara  
Jabin  
jacarine  
Jack  
Jack the Ripper  
jacked  
Jackson [1]  
Jackson [2]  
Jackson, Mrs.  
Jadzia  
Jaeger, Lt. Karl  
JAG  
Jaheel, Captain  
Jahn  
Jakara, Rivas  
jakmanite  
Jal  
Jalad  
Jalanda  
Jalanda Forum  
jalapeño  
jamaharon  
Jamaican blend  
jambalaya  
Jameson, Anne  
Jameson, Admiral Mark  
Janaran Falls  
Janeway, Admiral



▶ **The J'naii Soren was placed on trial, and sentenced to undergo corrective psychotectic therapy.**



▶ **Dr. Ja'Dar created the revolutionary soliton wave, but it proved only partially successful.**





## Jadzia

SEE **Dax**, **Jadzia**

## Jaeger, Lt. Karl

Geologist, aged about 40, aboard the **U.S.S. Enterprise NCC-1701** in 2267. After **James Kirk** was kidnapped by **Trelane** and taken to **Gothos**, Jaeger was one of three crew members sent to ascertain the captain's status. (*Starship Log*: 'The Squire of Gothos' [TOS]) **SEE FILES 20, 68**

## JAG

SEE **Judge Advocate General**

## Jaheel, Captain



Commander of a freighter bound for **Largo V**, with a shipment of **Tamen Sahsheer**. His ship docked at **Deep Space Nine** in 2369, where Jaheel was very unhappy at having to wait for days while **O'Brien** adjusted his ship's **antimatter flow converter**. (*Starship Log*: 'Babel' [DS9]) **SEE FILES 40, 70**

▶ **Captain Jaheel was not impressed at having to wait for his ship to be repaired, but Chief O'Brien was busy.**

## Jahn

This human boy was several centuries old, but nearing puberty, on a planet where an unsuccessful **Life Prolongation Project** killed the adults. Jahn and the **onlies** endangered **James Kirk** and his landing party in 2266. (*Starship Log*: 'Miri' [TOS]) **SEE FILES 18, 68**

## Jakara, Rivas

**William Riker's** undercover identity while studying the pre-warp society of **Malcor III**. Surgically altered to resemble a native in 2367, his secret was discovered when an accident landed him in a **Malcorian** hospital; his non-webbed hands gave him away. (*Starship Log*: 'First Contact' [TNG]) **SEE FILES 18, 43, 69**



▶ **Will Riker assumed a false identity to blend in with the Malcorians, prior to their first contact with the Federation.**

## jakmanite

One of 15525 known substances that are usually undetectable by sensors; it has a half-life of just 15 seconds. In 2366, jakmanite was ruled out as a contaminant on the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Hollow Pursuits' [TNG]) **SEE FILE 69**

## Jal

**Kazon honorific**. As a rite of manhood, young Kazon males earn this title, and warrior status, by completing a perilous task or act, such as killing an enemy or dying bravely. Those who fail to gain the name become outcasts, known as **Goven**. (*Starship Log*: 'Initiations' [VOY]) **SEE FILES 18, 58, 71**

## Jalad

Comrade of a mythological hunter in '**Darmok and Jalad at Tanagra**,' an important tale in the **Tamarian** metaphorical language. (*Starship Log*: 'Darmok' [TNG]) **SEE FILES 18, 69**

## Jalanda

Major urban center on the planet **Bajor**, and location of various cultural institutions and preferred eateries. (*Starship Log*: 'Return to Grace' [DS9]) **SEE FILES 10, 70**

## Jalanda Forum

A philharmonic hall in Jalanda on **Bajor**. Concert musician **Varani**, who performed on the **tivara** here, implored **Kira Nerys** to petition **Minister Bolka** to rebuild the forum. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILES 10, 70**

## jalapeño

Pungent tropical pepper plant (*Capsicum annuum*), native to Earth, the green or red fruit of which is used in cooking. **Neelix** had difficulty pronouncing the word, as well as regulating the amount to use in **Rodeo Red's Red Hot Rootin'-Tootin' Chile**. (*Starship Log*: 'Message In A Bottle' [VOY]) **SEE FILE 71**

## jamaharon

Finding a jamaharon partner is the great hope of those who display their **Horga'hn** figurine on the pleasure planet, **Risa**. Unfortunately, as **Curzon Dax** discovered firsthand, too much jamaharon can kill. (*Starship Log*: 'Captain's Holiday' [TNG]; 'Let He Who is Without Sin' [DS9]) **SEE FILES 4, 46, 69, 70**



▶ **When Leeta joined Julian Bashir, Worf, and Jadzia Dax on Risa, she wanted jamaharon.**

## Jamaican blend

Ground compound of *Coffea arabica* beans, used to prepare a specific style of coffee drink. **Chief Miles O'Brien** had it replicated double strong and double sweet. (*Starship Log*: 'Whispers' [DS9]) **SEE FILE 70**

## jambalaya

A Creole dish consisting of rice that has been cooked with shrimp, oysters, ham, or chicken, and seasoned with spices and herbs. (*Starship Log*: 'Rapture' [DS9]) **SEE FILE 70**

## Jameson, Anne

Married in 2314 to **Admiral Mark Jameson**. She survived his death in 2364, and regretted that, during their youth, families had not been accommodated aboard **Starfleet** ships. (*Starship Log*: 'Too Short a Season' [TNG]) **SEE FILE 43, 69**

## Jameson, Admiral Mark

Born 2279. Near the end of his life, Jameson's spotless reputation was clouded by the revelation that he traded weapons for **Starfleet** hostages on **Mordan IV**, in violation of the **Prime Directive**. (*Starship Log*: 'Too Short a Season' [TNG]) **SEE FILES 19, 43, 69**

## Janaran Falls

Natural wonder on **Betazed**. Around 2361, **Deanna Troi** and **William Riker** met here for their last date. (*Starship Log*: 'Second Chances' [TNG]) **SEE FILES 18, 69**

## Janeway, Admiral

Father of **Captain Kathryn Janeway**, and himself a **Starfleet** officer. He died in 2358, leaving his daughter stricken with grief for months. In 2373, an alien intelligence assumed Admiral Janeway's form to entice Kathryn to accept her imminent death. She managed to resist the temptation to join 'him,' and survived the experience. (*Starship Log*: 'Coda' [VOY]) **SEE FILES 19, 43, 71**



▶ **Kathryn Janeway was very close to her father, but she was not blinded by her love.**